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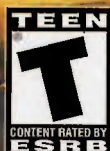
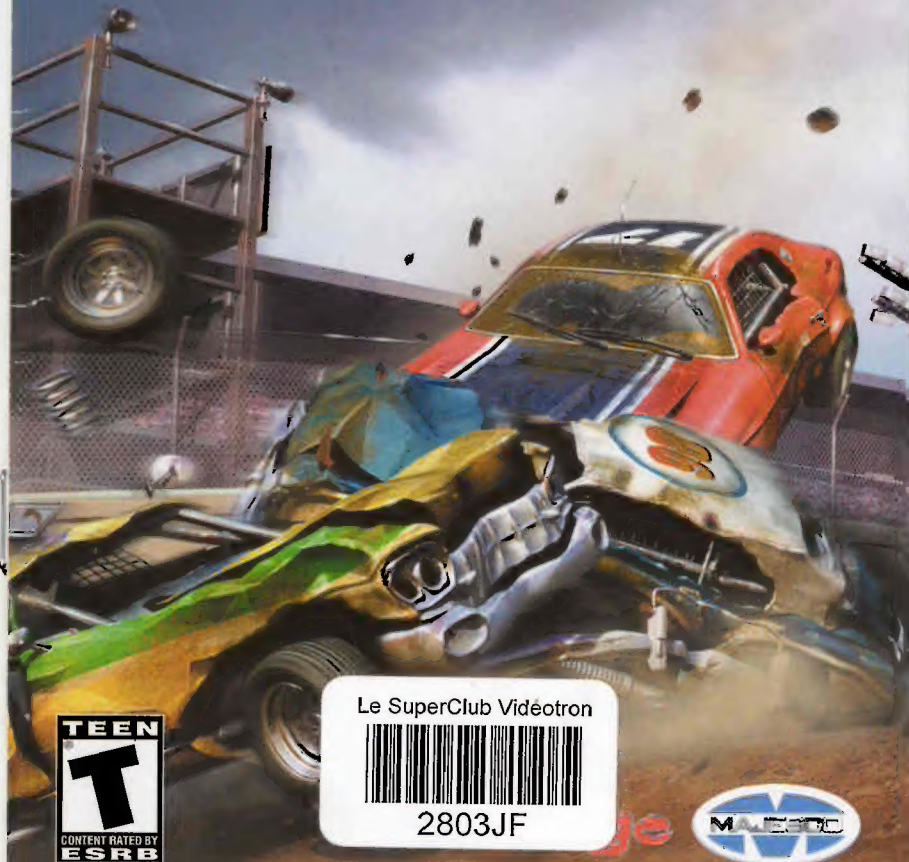
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XBOX



TOTALED!



Le SuperClub Vidéoétron



2803JF



GETTING STARTED

Welcome to **Totaled!**, the game that is all about stepping into the car of your dreams, marvelling at its lustrous paintwork and finish, taking it for a spin around an enclosed environment and ripping it to pieces at the expense of other similarly loved vehicles.

The first time you play **Totaled!** you will only be given access to an initial number of tracks and vehicles. With every advance you make in the Career mode, additional elements will become available that can be used in all modes of play. When you see the screen below, you are ready to experience **Totaled!**.



GAME MODES

Playing **Totaled!** as a single player game allows two different modes of play: Arcade and Career. In addition to this, many of the game tracks opened up through play in Career mode will also be available in Multiplayer mode, along with some arenas specifically designed for multiplayer fun.

CAREER MODE

There are some sixteen tracks and a dozen vehicles to play with in **Totaled!**, but only a small subset of them are immediately available. Career mode allows the player to work his way through all that the game has to offer, competing in various events in different game areas and with selected vehicles. Each time an event is won the player will open up more of the game and progress on to new challenges.

To launch the game in Career mode, you must first select the "Career" option from the main menu, and you will be taken on to the Career selection screen.

The "New" option will allow you to begin a Career from scratch, starting with just the four initial levels and three vehicles. From there you will be asked to enter your player name and then asked where you would like your Career records stored (see Loading & Saving) before beginning the Career mode anew.

The "Continue" option will allow you to pick up **Totaled!** from the point you left it off last time, and will locate and restore your current Career records from wherever they are stored. This option will only pull up the most recent saved file however, and if your current Career does not match this file (for example, you've stored it on a MU that is not currently attached to an active controller) then the continue option may return you to a different game.

Note: Anything that has ever been unlocked through any Career progression remains permanently available in Arcade and Multiplayer mode any time thereafter.

If you saved your last Career on an Xbox Memory Unit that has since been removed, you will obviously not be able to continue that game unless the MU is re-inserted.

The "Load" option allows you to restore any Career file from those previously saved on either the hard disk or any available Memory Units (see Loading & Saving).

ARCADE MODE

In Arcade mode, the player is allowed to play with any available vehicle on any available arena, either choosing his own game rules or picking one of the two predefined rule sets for that arena. The number of game arenas and vehicles selectable through the Arcade mode is determined solely by how well a player has previously done in the Career mode. Any track or vehicle unlocked during Career mode play will remain permanently available for selection in later Arcade and Multiplayer games.

Every arena you can select will present you with two pre-defined game types to play, and one "custom" option, that allows you to pick your own game style.

MULTIPLAYER MODE

As with Arcade mode, if you choose to play in a multiplayer game, you will have access to whatever vehicles and tracks have been opened up through the Career mode. There are several arenas that have been designed specifically for multiplayer games and these too should now be available on the track selection screen. Any track or vehicle unlocked during Career mode play will remain permanently available for selection in later Arcade and Multiplayer games. Multiplayer mode also allows the player to configure certain games as Team Game versions.

When Multiplayer is selected from the main menu the player selecting the game then has to choose the number of players that will be taking part. From there it is on to the arena selection screen, with every track having two pre-defined game types to play, and one "custom" option,

that allows you to pick your own game style. If the multiplayer game is to be played as a team game, then the player needs to select the custom option for each arena.

Multiplayer games are played split screen, with the screen split into halves (vertically or horizontally) for a two player game, or quarters in the event of a game being played between three or more players.

TEAM GAMES

Many multiplayer games can be played as a team game, with each player choosing to take up a position on either the Red or Blue team. When the arena is selected, the player should choose the "custom" option and then set the Team Game setting to "yes".

After each player has selected his or her vehicle they then have to choose to play on one of the two teams. The game will not begin until each player has selected their appropriate teams. In the event of a team game being selected in Arcade mode, and only one player taking part, the player will automatically be assigned to the Red team, with all the remaining non-human vehicles balanced out between the two teams.

In any team game where the aim is to score points rather than just survive, or to destroy all of the opposition, the combined totals of all the players on the same side are counted rather than individual totals. You cannot score points from crashing into players from your own team, but you will do damage to them.

CONTROLS

Totaled! is playable with either a standard Xbox Controller or steering wheel, and allows the player to select any one of a number of different configurations.

The standard Xbox Controller configuration is shown here:



THE CARS

The cars in **Totaled!** come in three main types: Hot Rods, Muscle Cars and Performance Cars. Each subset of cars is compiled of three or four vehicles of that broad category and each individual vehicle has its own unique properties. You begin a new Career with one vehicle from each of these types. The basic stats that make up every car in the game are displayed on the vehicle selection screen. They are all displayed as values relative to the other vehicles in the game and can be interpreted as follows:



- **Acceleration** – How quickly your vehicle will reach full speed from a standing start.
- **Speed** – The overall top speed of the vehicle.
- **Grip** – How well the vehicle holds the road.
- **Weight** – the overall mass of the vehicle.
- **Toughness** – How much damage the vehicle will take before it is destroyed.

These values are unique for each vehicle in the game, but basic traits will be carried across every car within a certain vehicle type.

HOT RODS



Big, old American iron, the hot rods are cars that are built for combat not for speed. Massive chassis, an enormous wheelbase and hoods

and trunks you can sit a family of four on, these are the identifying marks of these lumbering beasts. What they lack in acceleration and speed they more than make up for in toughness and sheer weight. If being up against the clock is not a prime concern and destroying others at your leisure is what it's all about, then these are the cars you want to be driving. The Rods aren't the best choice for driving on the more uneven surfaces, or anywhere that requires a tighter turning circle, but for the novice you can't beat them in a straight-up fight. Your first choice of Hot Rod will be "Jaws".

MUSCLE CARS



The Seventies gave us the glorious muscle car and in **Totaled!** these cars are the best average of all the stats. They have a good turn of speed, great handling, just

enough traction to allow you to throw them around the arena, but are tough enough to take a beating and give it back in spades. As good on the rougher surfaces as they are on tarmac and concrete, these are the jack of all trades in terms of vehicles. They give you a good balance of everything and are usually the first types of car you really begin to master in **Totaled!**. The first Muscle car you get to play with is the "Bullet".

PERFORMANCE CARS



These are the babies that should really know better than to step into a **Totaled!** arena, but they are so much fun to tear apart you won't be able to

stop yourself. Sleek, shiny, smooth and lovely, the performance cars are all speed and handling, allowing the more experienced driver to dance circles around his opponents and use his superior pace and maneuverability to make the difference. You don't want to be getting into too many pile-ups with these, but their additional speed provides a real boost when it comes to being aggressive. The first performance car you can choose is the "Daytona".

THE ARENAS

There are eight standard playing arenas available in **Totaled!**, all of which will put you through three different game challenges. In addition to this you will find four specific "challenge" arenas, which again have three different tests for the player to pass, and which will present you with problems other than the usual destruction style of gameplay.

When playing the game in Career mode, you will only be allowed access to the events of an arena that are either unlocked or which you have already completed. Those that are locked away from you require further progress elsewhere in order to open them up for selection. Moving the highlight over them will show you exactly what other events you need to complete in order to be granted access to them.

Most arenas have some restrictions of the cars allowed on them, and some game rules will prohibit your choices to perhaps a single type, or even a single vehicle in the earlier challenges.

While all arenas are contained environments they all vary in terms of size, shape and driving surface. Some will be custom built areas used for nothing other than **Totaled!** events while other arenas might be cordoned off parts of a city or other populated regions. The driving surface will be the main difference within the arenas however, as driving a car around an icy, snowbound arena is going to require an entirely different set of tactics to racing around city streets. As is always the case, you should study the game rules and arena specifics before choosing the car you will use in the challenge.

SELECTING A TRACK

Each track in the game is accessed through the main selection screen. By moving the D-pad or left thumbstick left and right, you move the selection cursor across the world map, highlighting each available arena. When you have selected the arena you want to play, press the **A** or **START** button. This displays the available events for that track. Pressing up and down on the D-pad or left thumbstick moves you through the events for that track.



If the event is currently marked as "locked", then you will be informed what other arenas you need to complete in order to open it up for play. If the event is available you will be given a brief description of the rules that apply for that arena. Pressing the **A** or **START** button a second time will select that event and move you on to the vehicle selection screen. Pressing **B** or **BACK** will drop you out of the event selection and allow you to choose a different track from the world map.

If playing the game in Career mode, additional on-screen instructions will give you the chance to both view your current Career standings and save them to a different MU other than the one you are currently using. This is handy when you wish to put your Career records onto a specific MU when you plan to play on another Xbox away from home.

SELECTING A CAR

With every event you play, you get to choose the vehicle you want to play in. Some arenas and events will place restrictions on the type of vehicle you are allowed to use in them. Pressing left and right on the D-pad or left thumbstick will move you through all the available vehicles, while pressing up and down will paint the vehicle in one of the many available paint jobs.

Should you want to further examine the vehicle on the selection screen, pressing **Y** will allow you to view it on a separate screen. Moving the left thumbstick will spin the car around in all directions. Note that not all vehicles are available for selection at all times. Some arenas will place more severe limits on the available vehicles than others. In the early stages of your Career you may, in fact, have only one suitable vehicle to choose.



ON-SCREEN DISPLAY

There are several elements to the on-screen display, some of which vary depending upon the type of game you are currently playing.

SCORES – The top left of the screen holds the current scores. It will always show your score, plus the leading player's score, and the scores of your two nearest opponents. For example, if you are in sixth place, you will see the fifth and seventh placed scores, plus the leader. Your own score is shown in orange, the opposition's scores in blue. The scores will sometimes be shown as straight points, but can also show up as Checkpoints, Laps or Kills in other game types.



TIMER – At the top-centre of the screen is the timer. All game types will eventually come to a conclusion and any game that doesn't run on a timer will at least show a time countdown for the last ten seconds of play.

NITROS – The number of nitros your vehicle has left available are shown in the top-right of the screen.

DAMAGE GAUGE – The bottom-left of the screen shows the current status of your vehicle. It starts at green to indicate an undamaged status and then progresses through to red when your car is badly damaged. Once the gauge starts flashing then the vehicle is one good solid hit away from elimination.

SPEEDOMETER – Displayed in the bottom-left and shows the speed of travel. It also indicates whether the vehicle is in reverse or forward gear.

POSITIONAL MARKER – Some game types will show hovering positional markers over other cars on screen. Usually these markers are limited only to the vehicles in the leading position, or where the position has a direct bearing on the game style: for example, in Eliminator games.

In addition to these standard displays there is a text display of any bonus points drawn up in the center-bottom of the screen, and addition on-screen graphics may be present. For example, a directional arrow will point you towards the location of the prey in the Hunter game type, checkpoint flashes will appear on game that use these features, team arrows indicate the allegiance of any vehicle in a team game, and so on.

STANDARD GAME TYPES & CHALLENGES

During the course of the game, whether playing in Career, Arcade, or Multiplayer mode, you will find the game rules shift and alter with different events. Listed below is a comprehensive list of all the game rules you'll discover.

FREE FOR ALL: Standard "deathmatch" style game. The game ends when the timer runs out or there is just one car left alive. The winner is the player with the most points at the end of the game.

LAST MAN STANDING: Keep playing until the timer runs out and try to survive. In the event of more than one survivor at the end of the game, the player with the most kills wins.

POINTS LIMIT: Playing Free For All, but with the game ending once a specific point tally is hit. This may require different tactics to normal Free For All. The winner is the first player to achieve the required total.

HUNTER: A Free For All variant where you only score by hitting the designated target, or for being the target and avoiding other vehicles.

The target changes regularly, with each vehicle sharing equal time as the target. The winner is the player with the most points at the end of the game.



In Hunter games, a directional arrow will appear just below the timer, which points in the direction of the prey. When this arrow is green, the prey is nearby, while red indicates it being a greater distance away. The prey itself is indicated by the presence of a red marker, which switches with each new prey.

STUNTMAN: A game where points are scored for pulling off stunts, jumps, spins and for destroying breakable objects. Damage to other vehicles scores lower than usual. The winner is the player with the most points at the end of the game.

ELIMINATOR: Racing challenge where the last player to pass through a checkpoint, to complete a lap, or to be lapped by another car, is removed from the race. The winner is the last player left alive in the game. Should the timer run out before all opponents are eliminated, the winner is the driver in 1st place.



In Eliminator games it is important to keep an eye on the "Cars Remaining" indicator and the positional markers over each of the opposing vehicles. These markers are updated periodically and you need to be aware of them if you want to avoid being the last of the remaining cars to complete the current lap.

OFFENSIVE DRIVING: Usually one-on-one where the objective is to take out a single opponent in a given time frame. Destroying the opposing vehicle results in a win.

DEFENSIVE DRIVING: Usually two-on-one where the objective is to survive for a given time frame. Staying alive will result in a win.

MULTITAG: Hit every other vehicle in the arena within a given time frame.

ACTIVE CHECKPOINT: Half race, half Free For All, but with each checkpoint remaining active for a given period and rewarding the player with a points bonus once they cross it. The winner is the player with the most points at the end of the game.

CHECKPOINT RACE: Arcade racing where the next checkpoint must be reached in a given time period resulting in a time bonus. Once the timer runs out, the game is over. Played in Single Player and Challenge modes only.

SKITTLES AND CRATES: Racing against the clock, destroy all the crates and don't hit any skittles. Played in Single Player and Challenge modes only.

BUS JUMPING: Jump some buses, then some more, and keep going for as long as you can. If you hit a bus or destroy your own car the game is over. You have a limited number of nitros to play with. Played in challenge modes only.

TARGET JUMPING: Dodge the traffic, hit the ramp and land on the designated target area. Don't hit the snowmen or it's game over. Played in Challenge modes only.

BARREL ROLL: Bounce the barrels into the marked target areas before time runs out. Played in Challenge modes only.

LAP TIMER: Complete the specified number of laps around the track within the given time to succeed.

FOUR RAMPS: You must destroy the specified number of crates within the time limit to win this game. Doing so will require quick and accurate negotiation of the four ramps.

MANUEVERS: Pull off the listed types of maneuvers on the parked car, against the clock. Fulfilling them all completes the track successfully.

SMASH 'EM UP: Take out your aggression on the parked cars doing as much damage as you can to them within the time limit.

Some of the above game types are available in multiplayer as Team versions.

CUSTOM GAME TYPES

When playing the game in Arcade or Multiplayer modes you are given the ability to set up custom versions of the game rules, modifying elements such as time limits, points limit, difficulty, etc.

Certain game types will restrict the values you can place into these elements, and make other elements redundant.

GAME TYPE – Though two preset game types will be available on every arena, this allows you to play other types on that same track. For example, you may wish to try out the Hunter game on Thunderbay Rumbledome, and this option will allow you to do so.

TIME LIMIT – A standard playing time can be set, ranging from a minimum of two minutes to a maximum of eight minutes.

SCORE LIMIT – Setting a score limit produces the same restrictions as "Points Limit" game type, in that the game ends when this value is reached. This value can vary between 50000 points and a maximum of 1000000.

LAPS – If the game style includes racing elements then you will find that you are asked to set the number of laps or checkpoints rather than the score limit.

TOTAL CARS – Number of vehicles in the arena when the game begins. This figure includes any other human players; so a four player multiplayer game, with this value set to eight, will include four humans and four game-controlled vehicles.

DIFFICULTY – How well the computer controlled opponents drive against you. The settings are easy, medium, hard and evil.

TEAM GAME – There are only two setting for this options; yes and no. Only certain games styles are allowed to feature a team option.

SCORING

While smashing up other vehicles is a pretty straightforward affair and doesn't require a degree in rocket science to understand, how to score the most points while doing it can be a little more complex. The points scored from any collision are based on a number of factors:

AGGRESSOR – The car deemed the aggressor will always get the lion's share of points. The game generally rewards aggressive driving rather than defensive and evasive driving.

DAMAGE – All points scored are in direct correlation to the damage inflicted on the opponent. You are rewarded with 100 points for every "point" of damage inflicted.

MOVE BONUS – The aggressor in any collision is also awarded bonus points dependant upon the maneuver that was used to instigate the collision. The moves show up at the bottom of the screen along with their score bonus. These are as follows:

T-BONE : 500 POINTS

A collision where the front of your vehicle hits the side of the target vehicle, ideally dead center.

HEAD ON : 500 POINTS

Going head to head in a spectacular and very damaging collision.

REVERSE T-BONE : 1500 POINTS

A T-Bone, but hitting the target car with the rear of your vehicle.

SHUNT : 1000 POINTS

The front of your vehicle impacting the rear of the target vehicle.

REVERSE SHUNT : 1500 POINTS

A shunt, but using the rear of your vehicle to cause the impact.

SIDE SWIPE : 1500 POINTS

Hitting any part of the target vehicle with the side of your vehicle.

CLEAN THEIR GRILL : 2000 POINTS

Driving the back of your vehicle into the front of a target vehicle and causing the greater damage.

BLINDSIDED : 2000 POINTS

A T-bone pulled off without taking any damage to yourself, but inflicting a lot of damage on the target vehicle.

CHERRY HIT : 2000 POINTS

A Head On pulled off without taking any damage to yourself, but inflicting a lot of damage on the target vehicle.

BODY SLAM : 2000 POINTS

A Side Swipe pulled off without taking any damage to yourself, but inflicting a lot of damage on the target vehicle.

TAIL WHIP : 3000 POINTS

A Body Slam, but done using the rear end of your car. It is most often pulled off by clever use of the handbrake.

TOTALLING AN OPPONENT : 10000 POINTS

Taking an opponent out of the game with a final blow gives you one large bonus.

CROWD PLEASERS – Any collision that results in something

spectacular happening, something that will get the crowds screaming, also receives a score bonus. For example:

SPINNING A CAR : 1000+ POINTS

Sending a car spinning around in a circle earns you bonus points, with the bonus increasing for every half circle you spin the target vehicle in.

ROLLING A CAR : 2500+ POINTS

Send a target vehicle tumbling and rolling and you get awarded around 5000 points for every full circle it turns.

CRUSHING A CAR : FIVE TIMES THE BASIC POINTS

Squashing a target vehicle into walls, fences or anything else in the arena gives five times the points you pick up from a normal collision.

AIRBORNE BONUS – In addition to the normal Crowd Pleasers, any collision that takes place with cars in the air earns yet more bonus points :

TARGET CAR IS IN THE AIR: 500 POINTS

BOTH CARS ARE IN THE AIR: 100 POINTS

YOUR CAR IS IN THE AIR: 250 POINTS

STUNTS AND JUMPS – Some arenas are custom built to encourage drivers to pull off exciting stunts and jumps. In such arenas the points picked up from damaging other vehicles are reduced while clever tricks and stunts are rewarded more heavily. To qualify as a scoring jump the driver must get his car off the ground, travel at least 20 meters and be in the air for over a second. Each time he does this he will score bonus points for the distance jumped and the amount of time spent in the air.

In addition to these basic points there are other bonuses to be gained. For example :

JUMP OFF MARKED RAMP AREA : 20 TIMES BASIC POINTS

Ramps that score these bonus points are clearly marked as bonus areas.

LAND ON MARKED RAMP AREA : 10000 POINTS

Ramps that score these bonus points are clearly marked.

LAND ON MARKED TARGET AREA : 20000 POINTS

Target areas that score these bonus points are clearly marked.

JUMPING OVER A CAR (LEAPFROG) : 5000 POINTS

To pick up these bonus points you must clear the target vehicle without any collision.

JUMPING THROUGH HOOPS : 5000 POINTS

When you see them, you'll know what they are.

ROLLING YOUR OWN CAR : 1000+ POINTS

The bonus increases with every half circle tumbled.

SPINNING YOUR OWN CAR : DOUBLE BASIC POINTS

The bonus increases with every half circle spun.



OTHER BONUSES – There will be incidental bonuses awarded for other items within some of the arenas depending upon the game types played. Smashing into target items (crates, barrels, etc) will generally result in a small bonus per item smashed. Crossing checkpoints on specific game types will reward the player with points or time bonuses, etc. All of these bonuses will be stated at the beginning of any game type that uses them.

AWARDS

At the end of every game there is a chance that any of the players, either dead or alive, will become the recipient of an award. These come in the form of simple icons displayed to the left of each player's score for that game. The awards are given as follows:



The **Wrecking** award is given to the player that produces the biggest, most spectacular crash throughout the duration of the event. Expect to see this award given to players that inflict a lot of damage on others, but tend to fail to last the distance.



The **Wing** isn't so much of an award, rather than a white feather of cowardice. This is given to the player that inflicts the least amount of damage on the opposition and yet stays alive through-out the duration of the event. Not something to be proud of.



The **Airman** award goes to the driver who managed to pull off the jump that scored the most points during the event. This is an award that carries so much more significance when won in those arenas built specifically for stunts and thrills.



The driver that takes the least amount of damage within the event will at least pick up the **Wiley** award for managing to stay so unruffled.



The **Assassin** is an obvious and easy award to recognize. This one goes to the player who picks up the most kills during the course of the event. This isn't necessarily the best player, nor the one who scores the most points, but he knows how to pick off the wounded.



The player that takes the most damage and yet stays alive is given this award. The **Survivor** takes a licking but keeps on ticking.



Picking out the driver with the biggest score in any game shouldn't be hard – they'll be the one at the top of the list. However, the **Ace** award is given to them and is really used as a landmark on their overall Career records by simply highlighting the numbers of times they have won an event.



There are jumps and then there are stunts and while the Airman might be the one to watch soaring through the air, the driver who can crash through a pile of crates and land sweetly on four wheels is the one who will be crowned **Showman**.

LOADING/SAVING

Keeping a running record of your Career in **Totaled!** means that all new vehicles and new tracks that you unlock during the course of play are retained between sessions. You can choose to save your Career on either the Xbox hard disk or on any connected Xbox Memory Unit. Once you have created your Career saved game the process will continue updating your files automatically leaving you free to get on with the game.



When you start a new Career, or choose to manually save your current Career, you will be taken to a screen that asks for the location of your saved games. The screen will look like the one here, showing information about all the available devices you can use.



The large Xbox icon represents the Xbox hard disk while the smaller MU icons will be labelled according to the Xbox Controller and controller expansion slot they are inserted into. The storage bar beneath each of these icons will identify how much free space is available on each device. Any device that either has no free space, or is not initialized, will be inaccessible. Using the D-pad you can identify the device you want to use as the location for your Career files and select it with the **A** button.

Once the device has been selected, the screen will change to show the individual saved game files stored on that device.

The "Empty Slot" selection will be highlighted as default. Selecting this will save your Career files into that slot. Highlighting any of the other files will allow you to overwrite them with the Career files.

Note: Only **Totaled!** saved game files and **Totaled!** replay files can be accessed through the Load and Save screens. Any files for additional game titles will not be displayed in these screens and cannot be accessed. Should you need to clean up your chosen storage device then you should refer to the Xbox Instruction Manual for details.

During the Career mode your files will be automatically updated each time you return to the track selection screen. On this screen you can opt to save further copies of your Career manually. By doing this you can choose to direct your saves to a different device. Should you want to save a copy of your Career records onto an MU, perhaps to take the data to another Xbox and pit your unlocked vehicles against those of a friend, then you can do so here.

OPTIONS MENU

The options menu allows you to change the set-up defaults of the game on your Xbox. They break down into three main functions:

AUDIO OPTIONS

In this menu you can change the independent volume levels for sound effects, music and commentary. The values can be changed from 10 (maximum) to 1 (minimum) to "off". Should the player decide that he wishes the background music to be taken from his own play list of soundtracks, he can select that option here.

CONTROLLER OPTIONS

The controller menu allows the player to configure each of the attached Controllers to the required button layout. All standard Xbox Controllers allow for six different configuration settings – Type A, through to Type F. There are additional options for steering wheels.

GENERAL OPTIONS

Here the player can change other default game behaviors:

- You can turn off the autosave feature and force the game to only update your Career files when you do so manually.
- You can alter the way that the two-player split screen functionality is handled, opting for a vertical split rather than a horizontal one, something that may well appeal to those playing the game in widescreen format.
- You can choose to have all players share the data stored on any inserted MU so that everyone has access to the same vehicles, or you can restrict this to only access records from the MU inserted into each individual Controller.
- Finally, you can enable or disable the vibration function on the attached Controllers.

CAREER RECORDS

Your progression through the Career Mode of the game results in the accrual of a persistent record of your achievements, chronicling your best achievements and worst failures, your favored choice of cars and tracks, and the number of game awards you've picked up during your Career.

Provided you are playing the game in Career mode, you can view your current Career record at any time by pressing the **X** button on your Controller while on the track select screen.

REPLAYS

At the conclusion of every game on every event you will be able to watch a replay of the action if you so choose. Once the results of the event are displayed you can simply select "Show Replay" to begin.



The replays default to *Cinematic* mode, indicated by the icon shown here appearing at the bottom right of your screen. In *Cinematic* mode, the replay will show the best of the action during the event, never focusing on a single driver, but picking out the main points of interest during the game. Only in this mode will the replay initiate any of the various cinematic effects such as slow motion or snapshots.



Pressing UP on the D-pad moves the replay from *Cinematic* mode to *Trackside Camera* mode, replacing the icon with the one shown here. In *Trackside Camera* mode you have more control over what action is shown, but lose the added spice of the cinematic effects. In this mode, the trackside cameras will stay focused on any one vehicle, up until the point that it is totalled and taken out of the game. You can alter which car is the focus of the cameras by pressing LEFT or RIGHT on the D-pad.



Pressing UP on the D-pad once more moves the replays into *Car Camera* mode, shown by the icon here. In this mode, you view the action from behind the car, in a similar position to how you view the game while playing, and again can control which car is the focus of the replay by pressing LEFT or RIGHT on the D-pad. As with *Trackside Camera* mode, in this mode you forgo the luxury of the added cinematic effects.



Replays in split-screen multiplayer games work as described above, with each player having independent control of the action they view, but with one minor exception: only when all of the players select *Cinematic* mode will they be able to view the replay in that manner. Once every player has selected *Cinematic* mode the display will switch to full screen and operate as it does in the single player game. Any player that has selected *Cinematic* mode on their part of the screen will see this icon displayed while they wait for the other players to select the same mode.

Replays can be stored and recalled for later viewing if you so choose. When the results screen is displayed at the end of any event, selecting "Save Replay" will allow you to store the data on either an MU or the Xbox hard disc.

PLAYING TIPS

Totaled! is a game that can be played by anyone, regardless of their familiarity with consoles and games. Becoming more skilled at **Totaled!** comes from practice, but there are a few simple concepts that can make this transition a little easier.

- **Be aggressive** – The scoring system, for most game types, rewards those who actively go out to score points. Moving fast, hitting hard and always looking for your next hit is the way to play the game.
- **Don't stand still** – The faster a vehicle is travelling the more damage it will do (and, consequently, the less it takes). Once you've stopped you have to get back up to speed. Also, being stationary makes you an easy target for other vehicles.
- **Remember the handbrake** – In many arenas the need to turn your car around and face back across the playing area is crucial to success. Many cars respond very well to being pulled around in a tight handbrake turn if they are travelling at any sort of reasonable speed.
- **Use your nitro wisely** – Your nitros are a limited resource and firing them all off in the first twenty seconds of the game will very rarely be your best plan. You get a large bonus for killing cars, so some players will hold on to their stockpile for the endgame, while others will use them solely for firing themselves into crowds of vehicles. Modify your tactics to suit your style of play and the current game rules.
- **Pick the right car** – Some arenas have wonderfully smooth surfaces and fragile opponents, and slower, heavier cars can work a treat. Use the same car on less favorable terrain and you'll be a sitting duck.
- **Learn the game rules** – Don't be caught out by picking the wrong style of play for the current game rules. Sometimes you need to be aggressive to snatch up points quickly, while other times just surviving the time limit is required. Watch for bonus markers, destructible scenery, targets and checkpoints.

COMING SOON ON Xbox

BLOODRAYNE™

Meet Agent BloodRayne – a super-sexy, super-lethal, super-natural heroine who's out for blood in the most intense action/horror game the year. This double gun-toting, knife-throwing gymnastic vamp hunts down evil through exotic global environments, leaving a trail of carnage in her path. Look for it Halloween 2002.



TEAM CREDITS

Rage Credits

PRODUCTION

Designer/Producer:
Steve Pritchard

Studio Managers:

Feergus Carroll
David Nicholson

PROGRAMMING

Lead Programmer:
Damian Hibbard

Programmers:
Mark McCormack
Sam Parsons
James Sutherland
David Tetlow

Support Programmers:

Chris Bayliss
Darren Griffiths
Mark Pope
Graham Stone

ART

Lead Artist:
Edward Chaplin

Artists:

Craig Collins
Colin McGuire
Jonathan Murphy
Dale Thomson

AUDIO

Sound Effects:

Stephen Lord
Andy Deiy
Darren Lambourne
Commentary:
Christian Stevenson
Casting by
Natural Voice.

QA

Product QA Manager:

Dean Bent

Lead Tester:

Paul Coles

Testers:

Stuart Williams
Jody Craddock
Gavin Clark
James Brodie
Nick Hall
Mark Povey

Stuart Clenton
David Dixon

Focus Testing:

Matthew Bainbridge
Andrew Iles
James O'Neil
Robert Sayles
Hannah Scott
Jake Slater
Jonathan Smith
Billy Street
Andrew Taylor
Jordan Walker

LEGAL

Nik White &
Clare Brennan
– Brabners solicitors
(Liverpool)

PUBLISHER SUPPORT

Deputy Managing Director:

John Schorah

Marketing Director:

Simon Lilley

Sales Director:

Phil Wright

PR Director:

Glen O'Connell

PR Manager:

Nick Clarkson

Product Manager:

Martin Kitney

Localization: Ally Noble

Manual Artwork:

Bill Bird

European Sales

Manager:

Tony Fitzgerald

Export Sales Executive:

Dave Foster

National Accounts

Manager:

Glenn Hayes

Production Services

Manager:

Pat Kavanagh

Sales Administrator:

Lisa O'Connor

Majesco Credits

Creative Director:

Joseph Sutton

VP of Development:

David Elmekies

Product Development

Manager:

Catherine Biebelberg

QA Manager:

Russ Mock

Testing:

Rai Iodice
Eric Jezercak
Kevin Kurdes
Luis Antonio Torres

VP of Marketing:

Ken Gold

Product Manager:

Kevin Brannan

Packaging & Manual

Design:

Lesley Zinn
Chris Moryl

Manual:

Corry Fitchpatric

Special Thanks:

Morris Sutton
Jesse Sutton
Joseph Sutton
Adam Sutton